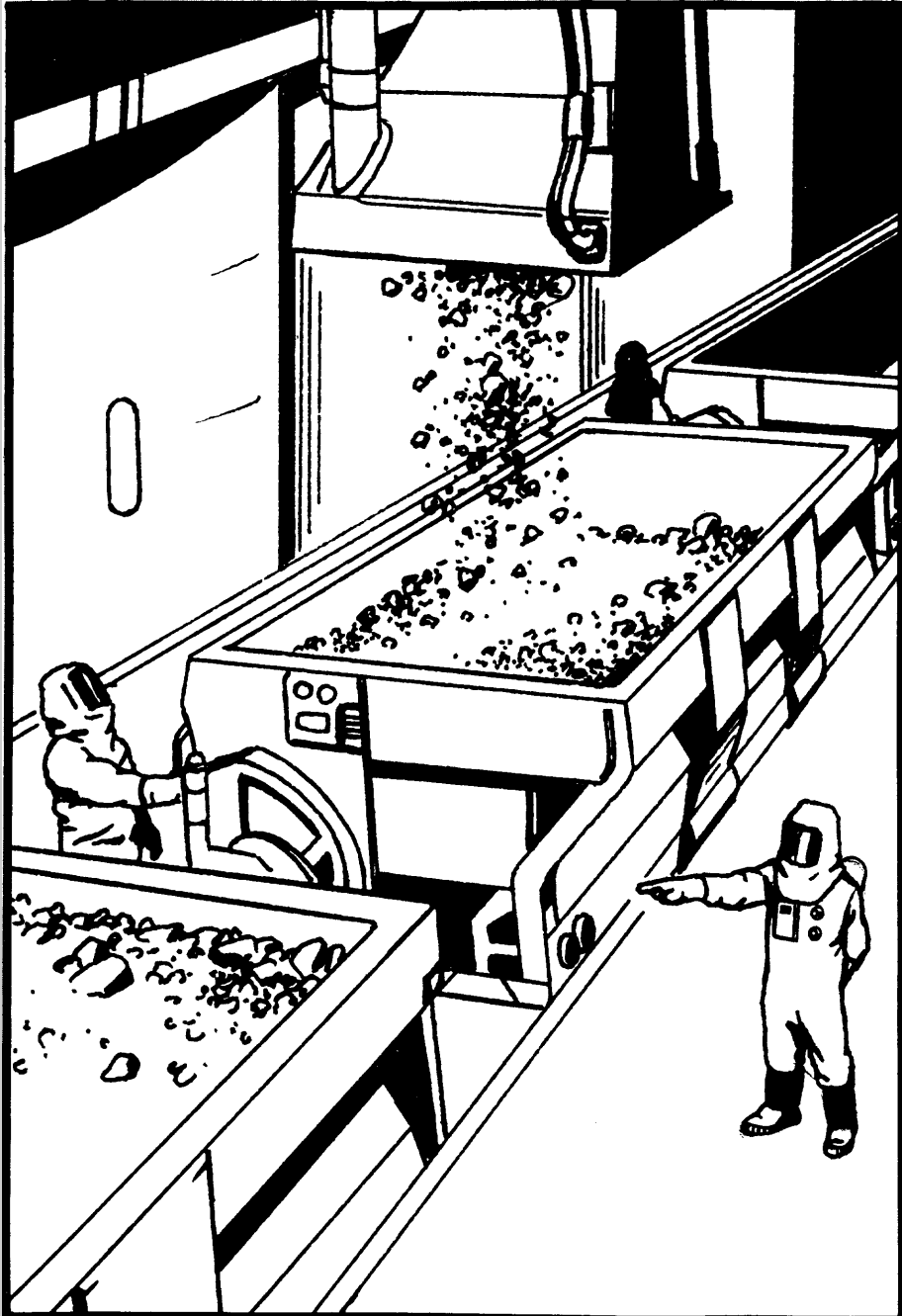


The Mega-Corporations

STARFRONTIERS® game background

by Kim Eastland



Last month, "The Mighty Mega-Corporations" introduced STAR FRONTIERS gamers to the companies and company wars of the Frontier. This article describes who the mega-corporations are and what they control. The following is a list of "current" (post-Sathar War II) mega-corps, their operations, headquarters, chief executives (if known), subsidiaries, and allies and enemies.

The first five mega-corps share control over their respective areas, and are constantly in conflict with each other.

Pan-Galactic Corporation

Pan-Galactic is still believed to be the largest business entity on the Frontier, but no factual data to support that belief has been released. The PGC has offices on nearly every inhabited planet, but

has now confined most of its operations to financial areas only. Funds for Frontier explorations, business ventures, new governments, etc., are most often supplied by the PGC.

Headquarters: Port Loren, Gran Quivera, Prenglar.

Chief Executive: Chang Kim Lee (Human).

Subsidiaries: No large ones, but PGC owns innumerable small and middle-sized corporations.

Allies: Galactic Task Force, Inc.

Enemies: Strel Corporation, MercCo.

Occasional Opposition: Cassidine Development Corporation.

Strel Corporation

Strel has grown remarkably in the last few decades and is fast approaching the PGC in size and financial power. Strel offices are now spread throughout the Frontier and in the Rim, an area PGC has neglected. Strel specializes in banking systems, savings and loan institutions, and financial backing in real estate and agricultural areas.

Headquarters: Point True, Pale, Truane's Star.

Chief Executive: K'an Ku (Vrusk).

Subsidiaries: The largest are Greater Vrusk Mutual Prosperity Institution, First Dralosite Savings and Loan chain, and the Yazirian Financial Co-op.

Allies: MercCo.

Enemies: PGC, Galactic Task Force, Inc.

Occasional Opposition: Cassidine Development Corporation.

Cassidine Development Corporation

CDC has also grown over the last few decades, but not to the extent of the Strel Corporation. CDC has offices on all major worlds and is starting to expand into the Rim. CDC specializes in insurance companies and in financial operations of a riskier nature, such as planetary and deep space mining operations, archaeological digs, and off-Frontier exploration ventures.

Headquarters: New Hope, Triad, Cassidine.

Chief Executives: Members of the Board of Directors share equal power; most noted Director is Xoprothun (Dralosite).

Subsidiaries: CDC is fronted so well

of the Frontier

that subsidiaries are relatively unknown.

Allies: CDC has had an alliance, at one time or another, with almost every mega-corp except PGC and Streel.

Enemies: None.

Occasional Opposition: PGC, Galactic Task Force, Inc., Streel Corporation, and MercCo.

Galactic Task Force, Incorporated

Galactic Task Force (usually known simply as Galactic, or GTF) has a monopoly on the business of providing non-military or non-security services for other companies. Almost every service imagined can be obtained from them. They also provide military and security services, but they do not have a monopoly in those areas. Their slogan, "Secretaries to mercenaries, Galactic has 'em all!" is known everywhere.

Headquarters: Port Loren, Gran Quivera, Prenglar.

Chief Executive: Vlad Lopez (Human).

Subsidiaries: Rent-A-Drudge, 24-Hour Escorts, Inc., All-Day Medical Services, and Security Forces, Ltd.

Allies: PGC.

Enemies: MercCo, Streel Corporation.

Occasional Opposition: Various small services and security organizations, local militia, pirates.

MercCo

MercCo was created shortly after the Second Sathar War by enterprising individuals who specialized in warfare. They received financial backing from the Streel Corporation, and in ten years have developed into a mega-corp. MercCo specializes in mercenaries for hire in temporary or permanent security, military, or high-risk positions. While Galactic usually pumps more credits into hardware for their personnel, MercCo generally has personnel with far more combat experience. These two companies are the primary forces involved in armed conflict in the Corporate Wars.

Headquarters: Buckerton, Kdikit, Madderly's Star.

Chief Executive: Henshaw (Yazirian).

Subsidiaries: ForceCo (military), SecurCo (security), and RiskCo (high-risk operations of any type).

Allies: Streel Corporation.

Enemies: Galactic Task Force, Inc., PGC.

Occasional Opposition: Various small security organizations, militia, and pirates.

The following mega-corporations have monopolies in their respective areas (60%-70% control of their industry). Although they are involved in armed conflict with smaller companies and pirates, they seldom battle each other except for possession of land, mineral resources, conflict of interests, etc. They have no set allies, enemies, or occasional opposition except for various dealings with pirates.

Trans-Travel

Trans-Travel is a planetary corporation; that is, it is a corporation composed of many different companies all headquartered on the same planet, Terledrom. All of these companies specialize in some form of transportation or the manufacturing of transport vehicles or machines. Trans-Travel itself, as a conglomerate, controls 80% of non-military space travel. This includes transportation of raw materials, processed goods, passengers, etc. Trans-Travel's slogan, "Your safest route is with Trans-Travel," is as much a warning to other mega-corps as an advertisement. T-T considers smuggling a serious crime and will punish it by death if given the chance.

Headquarters: Sengsen, Terledrom, Fromeltar.

Chief Executives: Ruled by a council of Vrusk companies and elected Dralasites.

Subsidiaries: Frontier Spaceship Manufacturing Corporation, Interstellar Vehicles Co., Zeb Aircars, Inc., Hickman Hovercraft, Ltd., Niles Company (automobiles), Grubber Aircraft Industries, Mohan-Johnson Aquatic Vehicles, Stewint Land Transport Company, Curtis Cycle Corporation, Dobson Security Vehicles, Ltd., Angrey Walkways and Pneu-tube Corporation, and Moore Research Labs.

Synthetics Corporation

Synth-Corp provides the vast amount of food, beverages, and "over-the-counter" drugs for the Frontier. It owns many agricultural coops, vast manufacturing facilities, and dozens of pharmaceutical

laboratories. Almost all independent agricultural and dairy operations deal with Synth-Corp, but they are all on very good terms with each other. Synth-Corp has possibly the best reputation of any mega-corp for fairness and quality.

Headquarters: Synthtown, Inner Reach, Dramune.

Chief Executive: Kron-dot (Dralasite).

Subsidiaries: Thousands of small and middle-sized companies.

Interplanetary Industries

I.I. specializes in high tech, non-computer or communication devices. More galactic patents are held by I.I. than any other mega-corp, and its research labs are the finest and most heavily guarded on the Frontier. Industrial spying is a way of life with most mega-corps and I.I. is no exception. Its private security corps is one of the best.

Headquarters: Lake Vast, Triad, Cassidine.

Chief Executive: Harlan Tho (Yazirian).

Subsidiaries: None.

Nesmith Enterprises of Triad

The NET, as it's called, holds the monopolies on computer and communications equipment. Competition between the NET and I.I. is strong, but it has not erupted into a full scale war, though both mega-corps would like to expand into their counterpart's market. This is a volatile situation that Star Law is doing everything to contain. The NET holds the all-important patent on programming units and body computers, plus the circuitry for most communicators and radiophones. Because of these patents, most other mega-corps have never even considered competing with the NET.

Headquarters: Malicon Valley, Triad, Cassidine.

Chief Executives: The identities of the Board of Directors are not widely known.

Subsidiaries: Hundreds, but all are closely identified with NET (e.g., NET-Progit Industries, NET-Communicator Industries, NET-Computer Labs, etc.).

Universal Households

Universal Households specializes in two distinct areas: textiles/clothing and buildings. Their synthetic apparel resists grime and wear and is inexpensive, but UH also controls the fashion industry; though made to last longer, their apparel

goes out of style yearly. UH buildings are in the areas of pre-fab dwellings and offices, industrial and professional facilities, and other non-specialty facilities. Specialty buildings are expensive and are designed and constructed by architectural engineers (see GOD Co., below).

Headquarters: Hyyay, Hakosont megacorps: Planetary Structures, Inc., and Kostiz Fashions, Inc.

Starplay Enterprises

Leisure time activities are the concern of Starplay Enterprises, and most legal intoxicants, confectionaries, exotic cuisine, sporting goods, sports events, gambling and recreational equipment and facilities, and general entertainment are provided by them. Under UPF laws, no single corporation can hold a monopoly in the tri-vid, holograph, or publishing industries, but Starplay comes as close as it legally can to doing just that. It offers dozens of orbiting broadcast stations for subscriber channels, and publishes hundreds of periodicals in all known languages. Many believe Starplay will be the next number one mega-corp.

Headquarters: Maze, Minotaur, Theseus.

Chief Executive: Zsa-Nin (Vrusk).

Subsidiaries: Most major sports leagues and sports facilities, Price Publishing, and the Stellar Entertainment Network.

Tachton Instruments

T.I. controls most of the Frontier's industrial engineering businesses and, more importantly, almost all of the robotics industry. T.I. holds the patents on the Freeswing Gyroscope, which is necessary for the operation of cost-effective bipedal robots, and on the Marilyn Cybernetics Cortex, without which cybernetics would still be a theory.

Headquarters: Tachton, Lossend, Timeon.

Chief Executive: Margaret Bouvia (Human).

Subsidiaries: Raupp Robotics, Elmore Electronic Enterprises, Asimov Positionics, Parkinson Cybernetic Industries, Easley Androids, Ltd., Meyer Robonics, LaForce Industrial Engineering Corporation, and Dawck Factories.

Referee note: it is rumored that T.I. is performing research in time manipulation, though with what success no one knows.

Galaxy Overall Development Company

This is the newest mega-corp and is referred to as GOD Co., by the less reli-

gious. It is located on Hentz, which is ruled by a religious clan, the Family of One. Although not an overly fanatic or expansionistic religion, it does require that everyone who lives on Hentz or works for GOD Co., must wear a uniform showing his or her job and position. GOD Co.'s specialty is architectural engineering and terraforming. Architectural engineering is a lucrative business, but it is the planet-altering terraforming work that has really propelled GOD Co., into a mega-corp. Since the Cassidine Development Corporation funded them and the Capellan Free Merchants underwrote the loan, GOD Co., is particularly indebted to them. With the creation of terraforming, the structure of the Frontier, and even the Rim, may change drastically in the next twenty years.

Headquarters: Onehome, Hentz, Araks.

Chief Executive: Yeppir (Yazirian).

Subsidiaries: None.

WarTech, Incorporated

The entire WarTech, Inc., military/industrial complex controls about 80% of all weaponry sold, and has virtually eliminated planetary or galactic military escalations. Planetary warfare on the Frontier and on the Rim is usually conducted by mercenaries from Galactic, MercCo, planetary militia, or pirates, who all buy their supplies from WarTech. It is rumored that certain "Doomsday" devices were created by WarTech, but they were deemed too dangerous for "public consumption."

Headquarters: Heston, Hargut, Gruna Garu.

Chief Executive: Yvor Yeeny (Yazirian).

Subsidiaries: Interstar Weaponry, Nova Explosives Unlimited, Newar Laboratories, and the Zik-kit Ordinance Industries (Z.O.I.).

Referee note: WarTech, Inc. is actually the largest mega-corp in terms of annual income.

Eversafe Enterprises

The motto of Eversafe, "Live eversafe and eversecure!" gives some indication as to the hardware available from this mega-corp. Eversafe produces 90% of all available defense suits, power screens, force fields, shields, vehicle plating and defensive attachments, and internal and external security systems. From time to time, Eversafe field tests new defenses through Star Law or MercCo.

Headquarters: Moline, Gollywog, White Light.

Chief Executive: E. LeRoy Lange-Pierce (Human).

Subsidiaries: Wokeekoo Scanner Manufacturing Corporation, Armorall Unlimited (defense suits and screens), Guardall Incorporated (security devices), and The Mikooc Cardlock Manufacturing Company.

Capellan Free Merchants

This unusual conglomerate of retail outlets, distributors, manufacturers, and trading ships is much larger than most Frontiersmen realize. The most identifiable race connected with the conglomerate is the Ifshnits from the Capella System (out in the Rim). These tiny (one meter, at most) merchants organize the hundreds of planet-hopping trading ships that ply the spaceways with their wares. The Free Merchants have a clear understanding with Trans-Travel and will only transport their own materials and personnel on their ships (attempts at smuggling are up to the referee).

Any being can belong to the Free Merchants, but he must pass a five-year apprenticeship first. Entry into the apprenticeship program requires sponsorship by an already established Free Merchant. The Capellan Free Merchants have been known to venture past the Rim in search of new and exotic items, and many wondrous devices can be found in a Free Merchant's tent, stall, shop, or ship.

Headquarters: Red Island, Bazaar, Capella, The Rim.

Chief Executives: The Council of Twelve, a revolving membership drawn from the Capellan elders who have been Free Merchants.

Subsidiaries: None.

Referee Note: The Capellan Free Merchants seem to be an exception to many rules about mega-corps, such as not really being an exclusive manufacturer of materials and being able to avoid the Trans-Travel monopoly. This is because they were granted a UPF charter to do so, the only one of its kind, in gratitude for the Free Merchant's help in the rough days following the First Sathar War.

Final notes on the corporate wars

The Corporate Wars began in earnest in the year 100 A.F. (after Frontier). "Alien influence" on the Frontier, from trading with the Rim, is on the increase. The future of the Federation and the Frontier is uncertain, but one thing is agreed upon by experts in many fields: the mega-corporations and their wars may make, or break, the UPF and its citizens.